



# Curriculum Overview

## Curriculum Area: Creative iMedia

Year: 10

### Curriculum covered

#### **Autumn Term**

All pupils will begin by learning how to use Adobe Illustrator; a graphics design software used by professionals in the design industry. Pupils will start by learning how to use the basic tools of Illustrator and then move onto more advanced techniques in preparation for their coursework. During this term, pupils will be given set tasks to test their skills along with quizzes to assess their learning. Practice tasks will also be set in preparation for the R094 NEA and some topics for Unit R093: Creative iMedia in the media industry will also be covered during this term.

#### **Spring Term**

Pupils will start completing their first unit of coursework – *R094: Visual Identity and Digital Graphics*. In this unit pupils will learn how to develop visual identities for clients. They will also learn to apply the concepts of graphic design to create original digital graphics which incorporate visual identity to engage a target audience. Completing this unit will introduce the foundations for further study or a wide range of job roles within the media industry.

#### **Summer Term**

Pupils will start their second unit of coursework - *R099: Digital Games*. In this unit pupils will learn to interpret client briefs to devise original digital game concepts. They will learn to plan digital games effectively and to use a Game Design Document to create engagement among developers and clients. Pupils will learn to create, edit, test and export playable digital games which they have designed. Completing this unit will provide pupils with the basic skills for further study or a range of creative and technical job roles within the media industry.

### Internal Assessment

All pupils will be regularly assessed throughout each area of study.

All pupils will complete practice exam assessment questions either during class or as part of homework.

All pupils will complete a mock paper exam in Year 10.

### Exam Board/Exam Paper Requirements/% Weighting Key dates (mocks and final exams)

#### **Unit R093: Creative iMedia in the media industry.**

This unit is assessed by an exam. The exam is 1 hour and 30 minutes. It has two sections

– Section A and Section B.

- Section A has 10 marks.
- Section B has 60 marks.
- The exam has 70 marks in total.

**Section A:** This will have between 7 and 10 closed response, multiple choice and short answer questions which assess the recall of knowledge /understanding.

**Section B:** This will have context-based questions. Students will be presented with a short scenario which develops through the paper and will apply their knowledge of Creative iMedia concepts to produce relevant responses.

It will include closed response, short answer questions and three extended response questions.

### Helpful resources/revision guides/websites/exam preparation

Online - each component has a Synergy revision section on the course for all pupils.

All pupils will be given the opportunity to purchase a revision guide for help with their exam preparation.

<https://studyimedia.co.uk/>

<https://youtube.com>

More external resources for the 2022 Creative iMedia specification will be added once they become available.